

The American Go Journal

Volume 28

Number 3



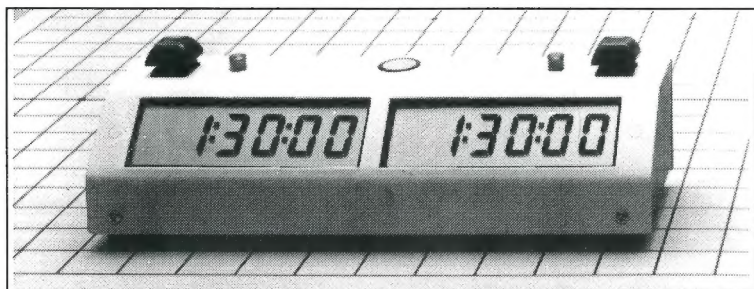
22



New Digital Go Clock

CHRONOS

with modes for tournament and club go



- Four modes
- Byo-yomi timing
- One control button
- Attractive one-inch display
- Sturdy aluminum case
- One-year warranty

SUPERB FOR TIMED GAMES

The CHRONOS features byo-yomi timing with optional byo-yomi warning beeps. You can set the main time, the byo-yomi period, and the number of periods for fast or slow games. You can set each side with different times for handicap games. It's easy too!

SUMMARY OF SPECIFICATIONS FOR MODE TWO

Main time:	0:00:00 to 9:59:59 - initially 1:30:00
Number of byo-yomi periods:	00 to 99 - initially 05
Time of each period:	0:00 to 9:59 - initially 0:30
Byo-yomi style:	Japanese
Warning beep at end:	Optional
Byo-yomi warning beeps:	Optional

Price: \$119.95 (CA res. add 8.25% tax) Shipping: \$5.00 (UPS gnd or US 2-day priority mail) For Visa, MasterCard call 1-415-322-1422. Send check, money order, or international money order to DCI, P.O. Box 390741, Mountain View CA, 94039 (int'l add shipping)

The American Go Journal

Volume 28

Number 3

Go News	3
Life in B League	4
Jujo's Bootcamp 3	10
Two Games from Jujo's Bootcamp	12
Masterpieces of Handicap Go	18
This is Go the Natural Way Part VI	26
How to Play Handicap Go Part V	32

GO IS . . . an ancient board game which takes simple elements — line and circle, black and white, stone and wood — combines them with simple rules and generates subtleties which have enthralled players for millennia. Go's appeal resides not only in its oriental elegance, but also in practical and stimulating features in the design of the game.

Go's few rules can be demonstrated quickly and grasped easily. It is enjoyably played over a wide range of skills. Each level of play has its charms, rewards and discoveries. A unique and reliable handicapping system leads to equal contests between players of widely disparate strengths. Go is uniquely flexible and rewards patience and balance over aggression and greed. An early mistake can be made up, used to advantage or reversed as the game proceeds. There is no simple procedure to turn a clear lead into a victory. Go thinking seems to be more lateral than linear, less dependent on logical deduction, and more reliant on a "feel" for the game, a "sense" of form, a gestalt perception of significant patterns.

Beyond being merely a game, Go can take on other meanings to enthusiasts: an analogy with life, an intense meditation, a mirror of one's personality, an exercise in abstract reasoning, or, when played well, a beautiful art in which black and white dance across the board in delicate balance. But most important for all who play, Go is challenging and fun.

THE AMERICAN GO JOURNAL (ISSN 0148-0243) is a publication of The American Go Association and offers instruction, commentary, news and articles of general interest about the game of Go. AGA membership and AGJ subscription is \$25/year. Copyright 1994 by The American Go Association. All rights reserved. Reproduction in whole or in part is prohibited. Back issues are \$25/volume. Write: AGA, Box 397, Old Chelsea Station, New York, NY 10113.

AGJ Staff

Executive Editor: Terry Benson
Managing Editor: Roy Laird
Diagrams: NEMESIS, Smart Go Board

Cover Art:
Distribution:
Production:

Nihon Kiin
Vincent Falci
Don Wiener

The American Go Association is the national organization of US go players, cooperating with similar national organizations around the world. We:

- publish The American Go Journal and Newsletter
- maintain a computerized numerical rating system
- sanction and promote AGA-rated tournaments
- organize the US Go Congress and Championships
- distribute an annual club list and membership list
- schedule and organize tours of professional players
- work to develop a strong national network of clubs
- promote go and enhance public awareness
- develop projects to strengthen the US go-playing community

The AGA is working to let more people know about this wonderful game and to develop your strength and that of your opponents. Join today!

AGA OFFICERS

President: Phil Straus
(215) 568-0595
Western VP: Gun Ho (Gary) Choi
(213) 386-5626
Central VP: Clay Smith
(512) 458-3972
Eastern VP: Chen-dao Lin
(212) 260-1455
Treasurer: Michael Simon
Membership Secty: Chris Garlock
Recording Secretary: Larry Gross
Publications Coordinator: Roy Laird
Club Coordinator: Roger White
Tournament Coord.: Ken Koester
Ratings Coord.: Sam Zimmerman
Education Coord: Peter Schumer
IGF Director: Barbara Calhoun

AREA COORDINATORS

Pacific Northwest: Chris Kirschner
(206) 323-8758
Southern Calif.: Lawrence Gross
(310) 558-0658
Northern Calif.: Brian McDonald
(415) 521-0853
New England: Don Wiener
(617) 734-6316
Virginia/Maryland: Haskell Small
(202) 244-4764
New York/NJ: Chen-dao Lin
(212) 260-1455
Pennsylvania: Phil Straus
(215) 568-0595
Florida: Joel Sanet
(305) 652-1137

AGA MEMBERSHIP APPLICATION

**Mailing Address: PO Box 397, Old Chelsea Station
New York, NY 10113-0397**

Name _____

Address _____

City _____ State _____ Zip _____

Playing Strength _____ Club Affiliation _____

Check one: ☐ Member (\$25) ☐ Sustainer (\$50) ☐ Sponsor (\$100)

Thank you for your support!

GO NEWS

Yutopian Publishes Go Book

Sakata Selected for Sure Start

Yutopian Enterprises, the California-based Go equipment supplier, has expanded its focus with the publication of its first English-language Go book—*Killer of Go*, by Eio Sakata 9-Dan, the winningest champion in Japanese Go history, at the peak of his powers in the early 1970's.

Twenty-five years ago, Ishi Press began its catalog with the publication of Sakata's *Modern Joseki and Fuseki*, the first English-language book ever about advanced go techniques. Following up with two more Sakata volumes (*Modern Joseki and Fuseki Vol. II*, and *The Middle Game of Go*), IP founder Richard Bozulich showed his faith in Sakata's ability to draw an audience. Thirty-odd volumes later, IP's success is evidence that Go players are an increasingly attractive "specialty market."

A Go Wedding at Canterbury

Bruce Wilcox and Sue Gardner were married on March 18 at the Canterbury Registry Office in Great Britain. The NEMESIS author and his bride exchange go stones instead of rings at the ceremony. Bruce gave Sue a white stone and she gave him a black one. Sue explained that these are colors they usually play each other on.

The Registrar asked them to explain this unusual touch, so Bruce told about the significance of Go in Asian culture, and in his and Sue's lives. Then the stones were placed in front of the couple on the little cushion usually used for rings.

To reflect their future life in Hawaii, the bride wore a Hawaiian head garland and kukui nut lei and the groom wore an aloha shirt. They will arrive in Hawaii in September, where they will begin working on new go products.

Houston Will Host 1994 Fujitsu

The Eighth North American Fujitsu Qualifying Tournament will be held in Houston from December 3 - 5 at the Houstonian Hotel. Sixteen top amateur and professional players from the US, Canada and Mexico will meet to select the North American representative for the 1995 Fujitsu Cup. With a \$250,000 first prize, the Fujitsu has the largest prize of any annual tournament, including all professional tournaments.

The Houston organizers plan to make this a memorable event, and an amateur tournament will be run concurrently on December 3 and 4. ●●

LIFE IN B LEAGUE

by Janice Kim

On December 1st last year I received a fax from my teacher Jeung Soo-hyun 7 dan. The Education Broadcast System, a new television network in Korea, was sponsoring a speed tournament for women professionals and asked if I would participate. I was nervous about playing a speed tournament on television, especially when I heard that I needed to be in Seoul on the 3rd to draw for the first pairing. In my usual fashion I decided to leave it up to fate and called the airlines, expecting to be laughed at when I explained that I needed a ticket the next day at a reasonable price. Evidently the Fates had decided I would play. I found myself on the plane headed for Seoul with no time for cram sessions or ginseng infusions.

This is the kind of thing my parents call "running around," as in "Janice, you shouldn't be running around like this." Clearly, they are not impressed by fate's role in these matters.

It is always a mystery to me why people smile indulgently when I talk about how old I feel. Whereas just a few years ago I could regard a trans-Pacific flight as an opportunity to catch a few movies, I now stumble off planes with the lower back pain of a forty-year-old car mechanic. Coupled with the accommodations in Seoul (my grandmother actually uses a ceramic headrest instead of a pillow) I appeared at the Korean Go Association's main building at 10:00 a.m. the next day with the cheesy smile plastered to my face that I reserve for being informed that I have submitted the winning number in the Publishers' Clearing House Sweepstakes, but have forgotten to paste the gold seal on my entry.

At the same time as the EBS Cup, the women's Guksoo title was being held, so it was determined that I would play in the league. I drew the pole position and found myself playing the first round at 10:30. Photographers were snapping pictures wildly as I sat down to face my first opponent, a girl who hadn't started playing Go when I became a professional in 1987. I was completely taken aback by the calm and decisive way she snapped the stones down. With three hours per player, I didn't even make it to lunch.

I found out later how it was the young woman had become so strong so quickly: Mr. Gwon's Go Training Camp, termed by a friend of mine the "Go-lag" for reasons I was yet to discover. That evening I was enrolled as a temporary inmate of the Camp, with fifty odd professional and strong amateur members, equally divided between girls and boys, average age fourteen. There are no ranks, however: everyone plays even games, and even Yoo Chang-hyuk, winner of the Fujitsu Cup, gets a friendly challenge to solve a home-cooked problem from a laughing twelve-year-old boy. I played two games and found myself (where else?) in B League.

I draw the tenth position in the EBS Cup, so I don't have to play for quite a while. I watch the opening rounds, the older women visibly shaking and muttering and the Go Camp members expressionlessly watching their namecards go up the ladder. The tournament is a very serious affair, with prize money equalling or exceeding some other titles held by such luminaries as Lee Chang-ho. All the contestants are presented with 2 inch solid kaya boards in plastic shopping bags. At the Camp, the bags flutter like giant confetti around the playing room.

My first game in the EBS Cup is against Cho Young-suk, the first woman to become a professional in Korea. I've played twice with her, once winning in my professional promotion and losing in an exhibition game later. At the time of my loss Jimmy Cha said, "She's quite strong, isn't she?" At the Camp, Jimmy Cha himself is playing with Yoon Young-sun, the favorite to win both women's titles this year. He has just lost his big corner territory by a rather clever invasion on Young-sun's part. She is a tall, older-looking junior high schooler with a deep voice and a cheerful, outgoing manner - I like her immediately.

Jimmy regales the groups that go out for dinner with funny stories and tales from the American Go hinterlands. He explains how in America, they don't understand the nature of handicap play, or just how big no-komi or reverse-komi handicaps are. So when he comes to Korea sometimes he forgets and tries to play White and give reverse komi with Korean amateurs and gets trounced. I reflect that this is not really saying how strong Korean players are but saying something about Go itself, that as Black in handicap play one may, if inspired enough by winning yet chilled enough to pull it off, adopt virtually risk-free strategies that result in micro losses (i.e. the ones we discard in even games as "unfavorable") for a virtually risk-free win. Young-sun plays very hard, refusing to accept even a small loss in the last fight even though she is ahead. Eventually she resigns and they review. Things that make you go hmm, indeed.

Juho Jiang 9 dan, who is in town, sits patiently during these long dinners in which every word goes down in Korean. He's just finished playing with Lee Sang-hoon 3 dan, who I saw last when he was eleven years old and who is now one of the top young players in Korea. Sang-hoon was one of the special insei who by character and/or exploit earned a nickname (it's a pun that fails in translation.) I (another former nicknamed insei, "Dosirak" or "Lunchbox") was so impressed by his skill in this game (on which Sang-hoon made no comment and Juho mentioned in disgust they both made a poor showing in the horrifically bloody opening) that I followed him around asking to play and review my games, causing some disturbance. He was very gracious about it, so when I left, in addition to giving small presents to the girls at the Camp I gave him a fancy lighter that I bought on the street. I bought another one as a gift for the manager of the Go Institute, but discovered later that it was sans a crucial part of the mechanism.

I win the game against Cho Young-suk. I must with some embarrassment transmit what my kind of Go playing is called: "genius Go." This is not really a compliment. It essentially means that I daydream while playing, relying on what I know rather than on hard analysis. This flaw seemed to be working to my advantage in the EBS Cup, since the time limit of thirty seconds per move eliminated some of the advantage the other players had in actually thinking about what they were doing. I didn't figure this out until later, I was just faintly surprised to find myself advancing in the tournament.

What is it like to play in a tournament on television? What things crossed my mind? Cho Nam-chul 9 dan, in the opening remarks, admonished us not to think of the "eight million people watching," but I wondered what would happen if one suddenly, desperately had to go to the bathroom, cluck like a chicken, etc. Answer: You don't. You are paralyzed by the lights. Go truism: it is hard to win and easy to lose, and losing gets easier and easier as one gets better. So getting better at Go is about making it easier to lose, until not even a small mistake but a less than perfect move is all it takes to drop into the abyss. One glides toward the axis of losing, until one is infinitesimally close.

I must play with all the other members of B League in order to enter A League. By this time I am recovered sufficiently to hold off my pre-teen competition. Everyone says I have improved radically by being entered in the Camp. I have trouble accepting the idea that I have improved a stone in a week but who knows. I periodically suggest that I am struggling to keep it together but my sunny roommate assures me that this is true of everyone. This strikes me as being similar in logic to feeling better about having a brain tumor because all my co-workers have one too. There must be some psychological component because whereas each one of my victories in B League seems hard fought, when Yoo Chang-hyuk stops by I win my game in eleven minutes. I am showing off.

There is a very cute little boy from Taiwan who is staying in Mr. Gwon's house, who is one of the top players in A League. Mr. Gwon gives each student in the house a 1000 won bill and we play a straight knock-out tournament, with the winner to take the proceeds. I feel guilty about corrupting minors and even worse about being unable to defeat this boy, whose name sounds very similar to "Johnny O." For the first time Johnny O and I play in the final round and I emerge the victor. I buy french fries with my prize for everyone at the Camp, and Young-sun is startled to hear where the money came from. "Won the tournament?" She pauses, disconcerted. "Even games?" This is spurious, as they are always even games. My friend John Lee says, "It's really weird how everyone thinks you're so weak, Jan." My Jungian totemic analysis of the situation is that everyone thinks I am a prairie dog, but actually I am a hawk. Giggle if you will.

I defeat Young-sun in the EBS Cup, I advance to the final round. I walk into the Kiwon and am immediately enveloped in good vibrations. "You

must have gotten stronger," Baek Sung-ho 8 dan breaks from his game to say to me. "Just lucky," I smile back. Players are stopping, nodding and smiling. This is fun, I could get used to this. Reporters are asking questions, photographers are taking photos. I am selected to play the New Year's Game on television, which I play in a traditional costume designed for someone weighing, say, 78 pounds easily. The producer isn't aware that I can play Go at all. My former arch nemesis as an insei is the game recorder and sends death messages telepathically. I'm informed that the ratings jumped and they'd like to thank me for appearing and the Korean IRS will be taking my playing fee. The inane quotes attributed to me in the papers make me embarrassed. A journalist calls to harangue me about missing an interview I knew nothing about. I feel somewhat lonely and surprisingly bored in those little "in-between" moments. It would be disingenuous for me to suggest that I study Go at times like this. I really only like to play and review, or failing that, go to lunch (now you know the origin of my nickname, perhaps). Nevertheless this kind of fame is interesting. Sang-hoon laughs and says, "So that's it. You don't care for better or worse, only that life must be interesting."

"How much did you win by?" a girl at the Camp asks.

"Half a point," I reply.

Her eyes widen. "Big sister Young-sun must have been so mad!"

Mad? I think, surprised. I have yet to see the Campsters evoke any emotion before, during, or after a game.

I find them perfect in equanimity.

photo by Chris Summa



The author relaxes in Alaska after the EBS tournament

White: Yoon Young-sun 1 Dan

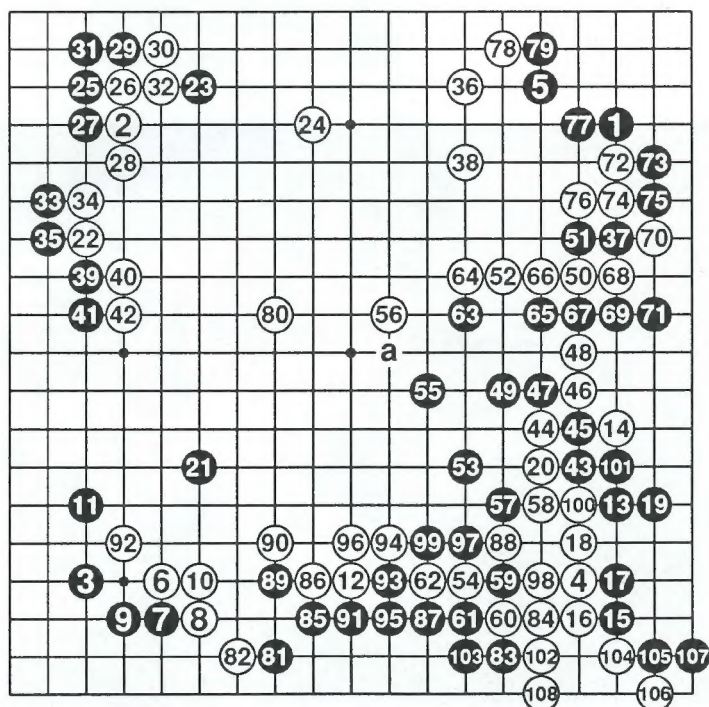
Black: Janice Kim 1 Dan

Time limit: 30 seconds per move

EBS Studios, Seoul, Korea

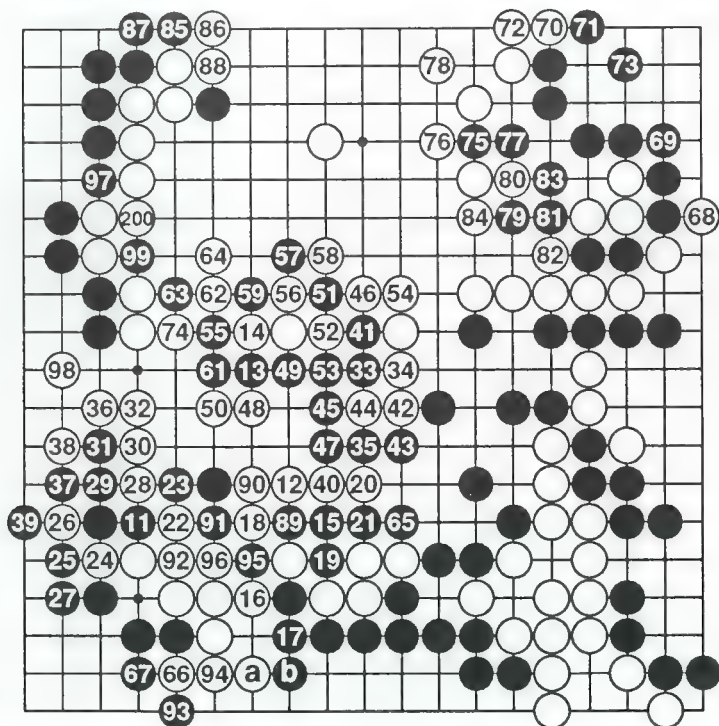
Game Record 1. Young-sun deserves her reputation as the strongest woman player in Korea. Except for the questionable large knight's move at 22 (playing just the knight's move would have made my obvious approach move more difficult) all the mistakes in the opening are mine, starting with not taking sente with 33 (just pushing straight out is better here), the horrible jump at 55 (this should at least be at *a*), and the deathly slow 77 (Black should play at 78). By the time I invaded at 81, I had probably lost by more than ten points.

The trouble came when she played too hard by fighting with 82 instead of just playing on top and letting me connect underneath. One has to admire the spirit of always playing what one believes is the strongest response, but it gave me a chance to live in White's territory. Allowing me to take the vital point at 93 should have been the finishing blow, Black can kill the whole White group in the bottom right. I let that go by, connecting at 103 instead of coming down at 104. White needs to play at 104 instead of 102 to get a ko for life.



Game Record 1: 1-110 (109@59; 110@54)

Game Record 2. According to Mr. Gwon, Black 113 is pretty good. That was enlightening, because at the time I was unhappy with how ugly and transparent it looked. I seem to gravitate towards pointless subtleties. On the other hand, I felt all right playing my "attack" starting with 115, but Mr. Gwon just shook his head. Black 127 is a mistake: usually one can't capture the cutting stone when there is a stone at *a*, but in this case I can connect my corner stones to *b* if I have to. There's an example of "knowing" instead of thinking. White's plan with 148 is in error: Black 151 breaks into the White territory quite a bit. White 174 is not as big as Black 175—Black should win with this move. I lost quite a few points, however, chasing a phantom with 197. Perhaps I was upset about letting the White group live in the bottom right, so I was trying to cut off the group in the lower left, hacking through essentially neutral points. She scooped the meat out of the side and made a second eye easily. (*cont'd on p. 38*)



Game Record 2: 111-200 (60@51)

JUJO'S BOOTCAMP 3

article and photos by Chris Garlock

"Down on the ground, give me twenty tsume-go problems!"

"Yes, sir!"

Well, maybe it wasn't quite that tough, but Jujo's "Bootcamp #3" was no vacation for the 28 recruits who showed up at the Cleveland Quality Inn May 11 through 15.

The six-round rated tournament was replaced this year with a four-round tournament, which was voted a rated tournament after discussion by the players, some of whom felt that the learning process would be enhanced by not rating the games.

A "tag-team" event was added this year, in which several teams played Jujo simultaneously. In theory two or more heads should be better than one but in practice the reverse was true. In fact, the teams of stronger players often spent much of their time arguing with each other about where they should move. Still, these games were useful exercises in thinking about the where and why of moves.

The marathon analysis sessions that earned previous workshops the "Bootcamp" title were back. Daily tournament games were grist for the mill of Sgt. Jujo's merciless wit and wisdom, and raw meat for the ferocious criticism of fellow-players, all conducted in the good-natured pursuit of higher Go knowledge.

One highlight of this year's Workshop was an exciting game between Jujo and Jing Yang, a former team-mate of his from China who now lives



Jujo's youngest students Benjamin Garlock and Pierre-Yves La Fleche

in the Cleveland area. And participants also especially enjoyed the Mongolian Barbecue Banquet on Saturday night.

Host Robert Chu worked hard throughout the event to accomodate the players' every need. The entire menu was completely changed to a more varied and healthful diet, fresh fruit was provided daily in the playing room, and the no-smoking rule was vigorously enforced, ensuring a healthier playing atmosphere.

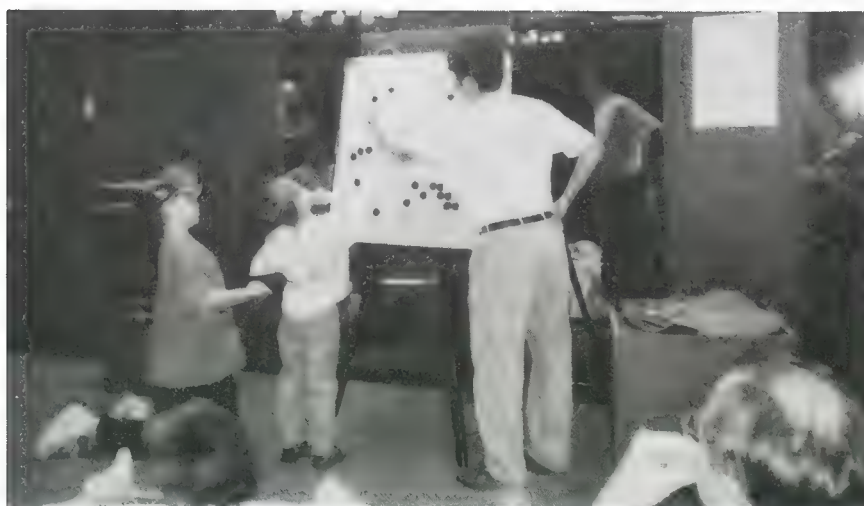
An exciting addition this year was the attendance of two young players, Benjamin Garlock, 18K, eight years old, and Pierre-Yves LaFleche, 4K, 12 years old. These two representatives of a new Go generation were given much encouragement by the rest of the players.

This year's winner was Wanda Metcalf, 3K, who won three out of four games to earn an armful of great prizes to accompany the tournament trophy. Her accomplishment was testament both to her victories on the board and to the teaching ability of Jujo: Wanda has attended all three Bootcamp sessions.

If you don't want to get run over by the rough-and-ready Bootcamp graduates, sign up now for next year's Workshop! ●●



Tournament winner Wanda Metcalf
with sensei



Jujo teaches the youngsters while other workshop participants look on

Two Jujo Jiang Games

*Analyses by Jujo Jiang,
collected by Phil Straus*

At Jujo's Cleveland Bootcamp (aka The 3rd annual Cleveland workshop), Jujo began the lessons by taking us on a guided tour of his game with "artu", one of the strongest players on the Internet Go Server (IGS). The game was played the night before on the IGS with up to 244 world-wide observers watching and kibitzing every move. On the IGS, the players can not see the "kibitzes," but the comments are preserved in the game record. Below is Jujo's analysis of the game. I've left out the amateur comments so that the *AGJournal* stays less than 90 pages long.

Toward the end of the Cleveland workshop, Jujo played a game with Jin Yang, one of Cleveland's great go resources. Jin Yang was on the Chinese national team with Jujo. Jujo always says Jin Yang's reading is better than his. That game is the second game in this article.

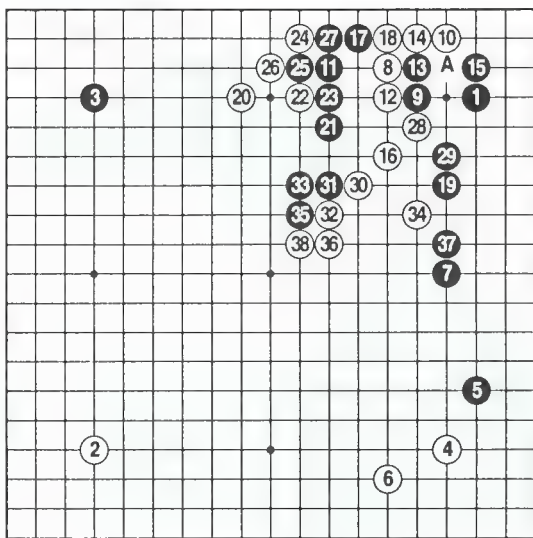
Thanks to Richard Cann, Brad Jones, and Don Wiener for their careful editing.

Jujo Jiang (White) vs. artu (Black) reverse komi (Black gets 4.5 points)

6 finishes the corner, and takes sente. In a reverse-komi game, I'd play 9 at A to make a territorial game. The actual 9 starts a fight.

20 is an overplay. 21 at 22 would be thick and safe (Diagram 1). 25 helps White make good shape. 25 at 27 would be better.

37 is a thick move, but it is still the game-losing move. Black needs to continue the fight for center power by playing at 38. See Diagram 2.



Game Record 1: 1-38

Black safely splits
White's groups.

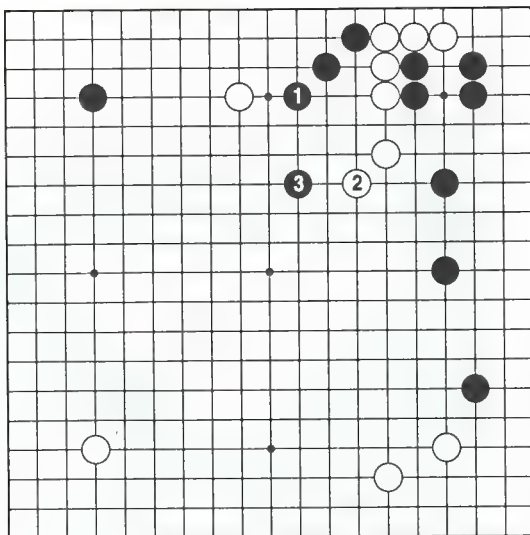


Diagram 1: Black 21 at 1

Black's 37 is thick but unnecessary. Even if White attacks with 2, Black is ahead by one liberty in the capturing race. As long as Black can read out this sequence, he does not have to worry.

[editor's note] The amateur students all worried.

When White took control of the center, White took the lead.

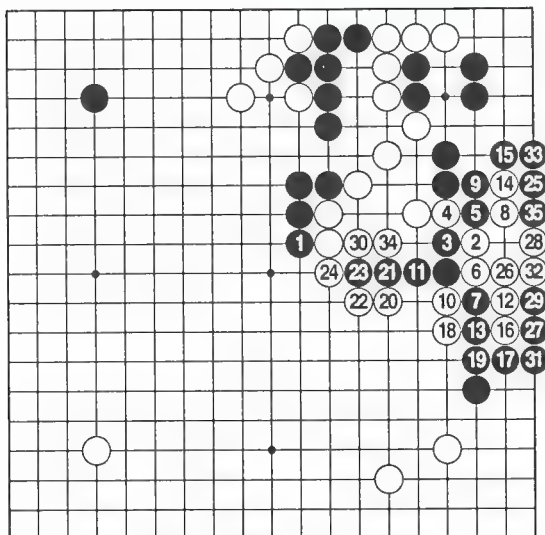


Diagram 2: Black 37 at 1

Introducing - *OR-GO*

America's Newest
Board Game
-It plays like GO-



Collector's Edition of *OR-GO*

American Designed, Numbered and Patented

The rules are like GO, but it's so much more.

The box is "self contained" and made of fine Walnut with a lacquer-like finish. The Board is a three dimensional translucent plastic (169 spaces) with White and Black molded pieces all in one box.

It's three dimensional shape allows the pieces to hold their positions when jarred making it perfect for playing in a Car, RV, Yacht or anything else that moves.

A great game for kids to seniors !!!

Lacquered Walnut Box	Introductory price	\$ 59.95
Cardboard Box Edition		\$ 29.95



To Order - Send Check or Money Order (plus \$5 Shipping) to:
Parameter Developments 14709 Sandpiper Pl Brookings, OR 97415

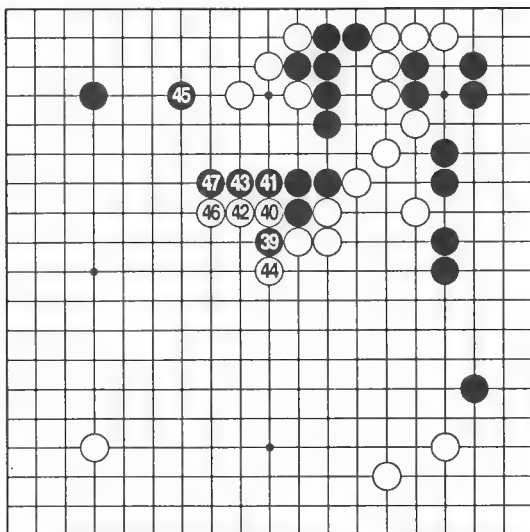
Visa or MasterCard Orders -

Phone 503-469-8822 FAX 503-469-0491

Dealer Inquiries Welcomed

Black 39 at 42 is better, but still not good enough to turn the game around. See Diagram 3. 46 is a big forcing move.

[editor's note] White 48 was the move that drove the crowd wild. Can the reader find it before turning the page?



Game Record 2: 39-47

This is too hard for Black. Black needs to protect both his corner, and his big center group. Black will be too busy to get much more territory.

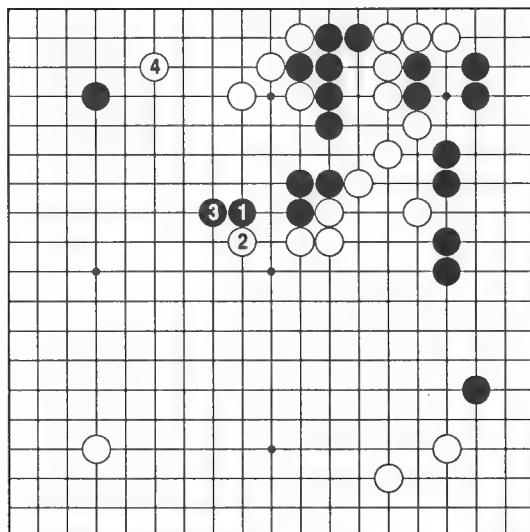
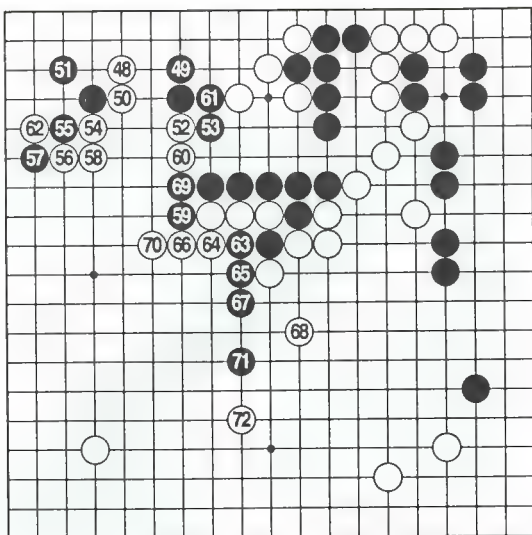


Diagram 3: Black 39 at 42

White 48 uses the aji of the top-side White stones. After White 72, Black has only about 40 points. White has tremendous potential on the bottom side, and Black has a weak group in the center. Black doesn't have a chance now.

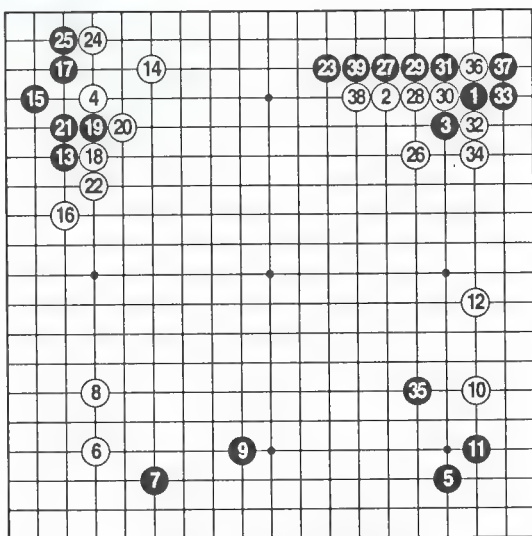
Game record ends here. Black lost on time.



Game Record 3: 48-72

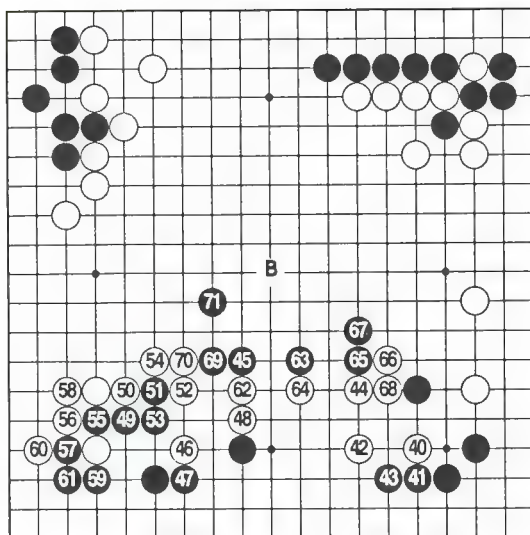
Juho Jiang (White) vs. Jin Yang (Black) reverse komi

I've been taking lessons from Go Seigen twice a month. He likes the kakari at 2. If White plays at 29, Black can easily be the first into the empty upper left corner. Go Seigen likes 10, because it eliminates most of the complicated josekis. Go Seigen told me he hates joseki, and "All that came out of 200 years of go study was joseki." 25 is correct. Black has chosen to play a very solid opening. Thanks to that excellent choice for a reverse-komi game, Black is ahead at move 34.



Game Record 1: 1-39

45 is very good. It breaks White's moyo apart. 46 at 67 is the *honte* (honest, proper) move. White 48 could be better (Diagram 4). Black's plan was to take territory when possible, and make sure he didn't get killed. At move 63, Black's plan looked good. By move 70, all of White's "outside" moves on the lower side have turned into "inside" moves. The game looks good for Black. If Black played 71 at B, White could not mount a substantial attack.



Game Record 2: 40-71

White 48 at 1 looks crude, but it works better than the move I chose.

cont'd on p. 21

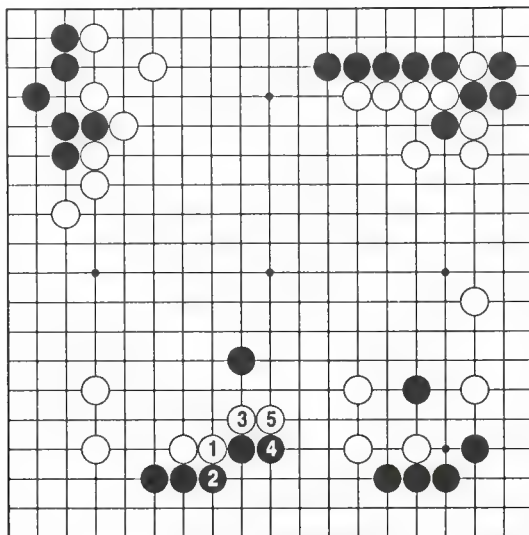


Diagram 4: 48 at 1

MASTERPIECES OF HANDICAP GO

from *Oki Go Hiden*, Volume 2 of *Kato Jissen Joza*

by Kato Masao with Nakayama Noriyuki

published by the Nihon Ki-in, Japan 1981

Commentary by Kato Masao 9-Dan

Translated by Robert McGuigan

White: Kada Katsuji 8-Dan

4 Stones: Kato Masao

Kada Katsuji sensei (now 9-Dan) was one of Kitani Minoru's first disciples. He was born in 1931, so when this game was played, in 1959, he was 28 years old and I was 11. It was just before I myself became a Kitani disciple. As a player, Kada sensei is known for taking his time on his moves. Once, in a game with Kobayashi Koichi 9-Dan, in which the time limit was six hours each, Kada took 3 hours 54 minutes on one move when confronted with a new pattern. He is also well known as a composer of life and death problems (tsume-go). Readers who wish to become stronger would be well advised to study Kada sensei's books.

As for this game, it seems that a tentative decision had been made to accept me as a disciple in Kitani's school, but as a precaution Kada sensei came to Kyushu to try me out. This game was a sort of admission test.

After the game, Kada sensei wrote a letter to Kitani sensei. He seems to have said, "There is nothing special about his opening play, but at the finish, he is quite strong." Now looking over the game record, I can see what he meant.

GAME RECORD 1: 1-43

Full of Slack Moves Black played a lot of poor moves in the beginning. First, Black 4 was bad. Black 6 was strange. Black 8 was slack. It seems almost all of Black's moves were doubtful. Of course, none of them was totally bad, but be they 60 percent moves or 90 percent moves, none was a 100 percent move.

Instead of 4, Black should play 5, separating and simultaneously attacking White's two weak stones at 1 and 3. When White can set himself up with 5, he can proceed slowly and the game will be a long one. At 6, Black should play *a* on the right side, taking the big point there. Next *b* or 25 remains for Black, enlarging the moyo and developing from the three starpoint formation. As for 8, this is locally a defensive move. Instead the pincer-extension at 17 comes to mind first. After making White jump out at *c*, a dame point, Black pursues with *d*. If Black does not want to engage White this way, then playing 8 at *a* on the right side is also advantageous. In any case, Go is vast, and there are many possible ways to play. The important thing is to put your stones where they cause trouble for your opponent.

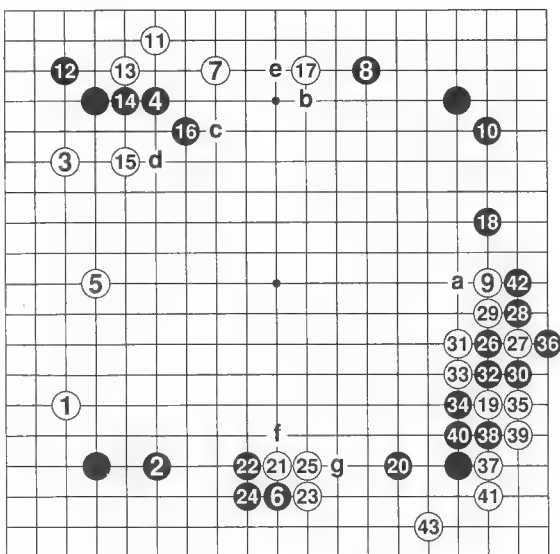
White Handles Himself Cleverly Black 10 is large territorially, but I would still want to harass White with Be-Wc-Bd.

White's moves 11 through 17 are really pretty. Black has played move after move on dame points while White strengthens his formations on both the left side and the top. If this sort of rhythm were to continue for 10 moves or so, the game would be over for Black. If you think about it, if Black had played the moves we suggested earlier, White could not have done this.

Now for Black 18. Black 1 of Diagram 1, from the other side, followed by Black 3, closing the corner, is the right way to play here. There are only two lines between Black 10 and 18. If you compare the result in the game with that of Diagram 1, it should be clear which is better.

No Grave Errors, But . . . White 21 is a tactic for cutting down the size of Black's big area. It is used when both ladders, to left and right, are good for White. For example, after W21-B22-W23-B25-Wf-B24, if the ladder beginning with White g were not good for White, then White 21 would be unreasonable.

The counterattack of Black 26 shows good fighting spirit. There is concern that Black may become confused and allow his two corner stones to come under attack. The moves through 42 are one joseki here, but at Black 38, connecting at 40 is the proper move. White will still play 41, but Black will have no shortage of liberties so this is better for that reason alone.



Game Record 1: 1-43

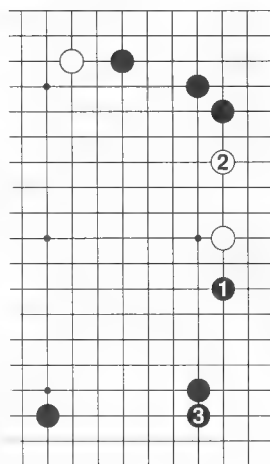


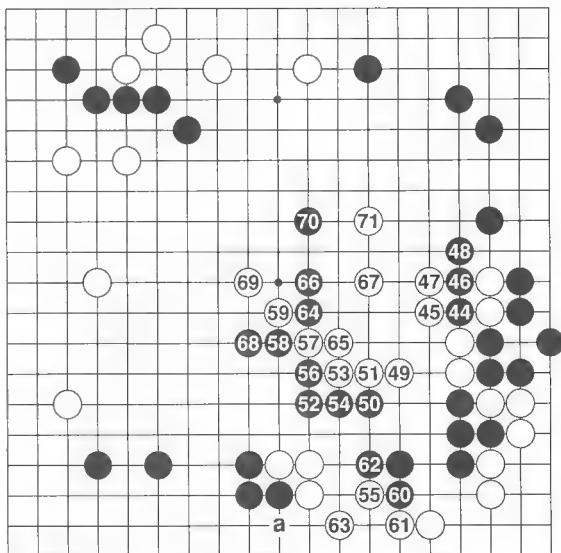
Diagram 1



GAME RECORD 2: 44-71

Black 44 is a bad move. With Black 48, he captures two stones, but White makes good shape with 49. 47 is the vital point of the shape here. Black is attacking all these White stones. Another possibility for 44 is Black 1 in Diagram 2, on the point where White wants to play. After White defends at 2, Black attaches at 3. This is also a really good way to play.

For Once Black is Successful The power of White's skill in White 51, 53 and 55 is awesome. Black is made to play in an unprofitable direction and at the same time White makes profit.



Game Record 2: 44-71

Black begins a counterattack with 56 and 58 but switches to 60 and 62. These were bad moves. Instead of 60, Black should proceed with 64 and 66. Kada sensei answered 62 soberly with 63, but suppose instead he had played 1 and 3 in Diagram 3, forcing Black into bad shape? If Black plays *a* next, after White *b*, not much happens.

With 64 and 66, Black finally takes the initiative. We might wonder why Kada sensei answered Black 62 at 63 considering the effect of the strong moves 64 and 66. Well, locally 63 is big, looking forward to an endgame play at *a*. Also, Black did play the bad moves of 60 and 62 and perhaps this was a factor.

However, the weak stones at White 59 and 69 were created and Black's game has recovered its vitality.

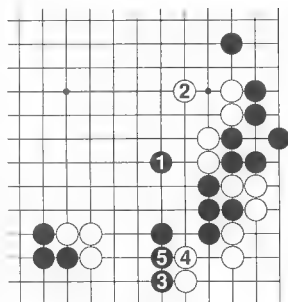


Diagram 2

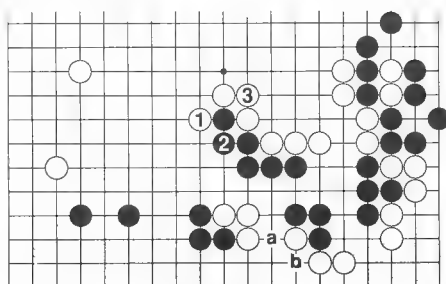


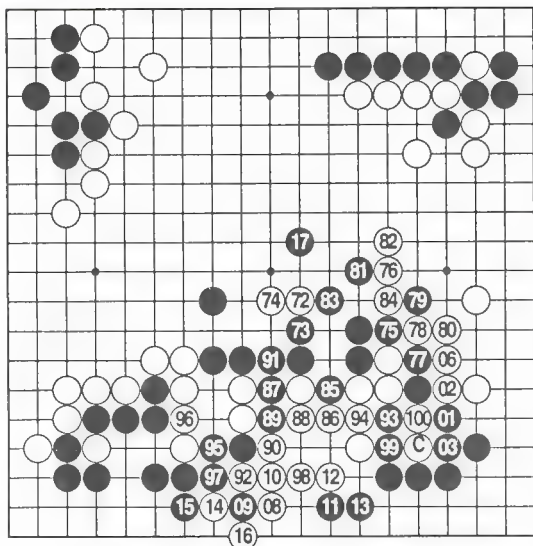
Diagram 3

JUJO GAMES cont'd from p. 17

If White answered 71 with 72 on the left side, White wouldn't have had enough territory.

After 71, I had to try 150% to kill. After 78, if I could surround Black in sente and take the left side, I'd take the lead.

93 is good timing. When White lives on the bottom, White has a chance to win by reducing Black's territory.

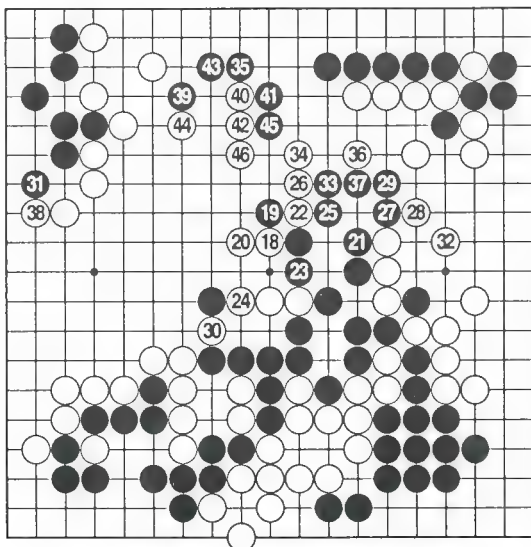


Game Record 3: 72-117

104 at 100, 105 at C, 107 at 100

At 130, the game looks good for White.

cont'd on p. 31



Game Record 4: 118-146

GAME RECORD 3: 72-100

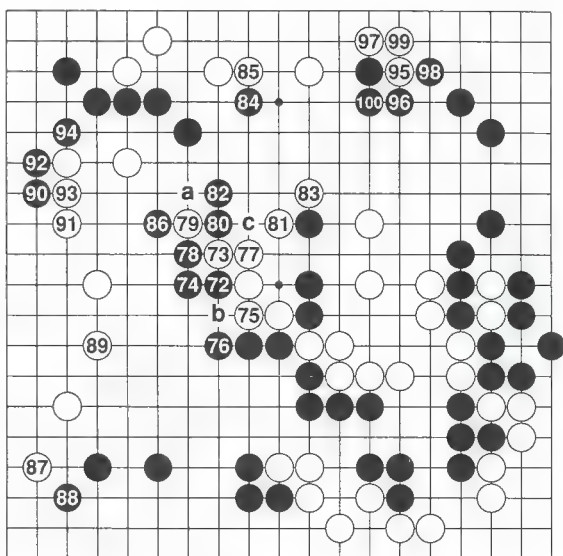
Doubtful Direction of Pursuit Black 72 is a mistake in direction. White is clearly able to run away with 75 and 77, and the Black stones in the upper left corner are not exactly strong. Black cuts with 80. If this move were at 86 instead, then White would extend at *a* with 81. Then the safety of the Black stones in the upper left would become quite a concern. Moreover, White's pushing through and cutting with *b* would come to life. Therefore, Black determinedly cuts at 80. However, White 81 is a skillful move. After 83, White has suddenly made 20 points of territory in the center. This result is satisfactory for White. Even so, there is nothing Black can do about it.

When Black takes hold of the White stone with 86, he builds thickness on top of thickness, pinning his hopes on brute strength in the endgame.

Instead of Black 72, *c* is the right direction of play, giving support to the stones in the upper left pursuing the two White stones. If he played this way, Black would still have a lot of hope.

Black Desperately Chases

While in the game, the territorial balance is even. Since it is a four-stone game, it looks as if Black will not be able to win. After White is able to defend at 89, he seems to have more than 20 points on the left side. However, after 90 through 94, Black has been able to make quite a territory in the corner.



Game Record 3: 72-100

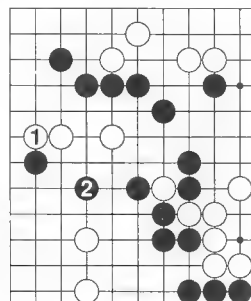


Diagram 4

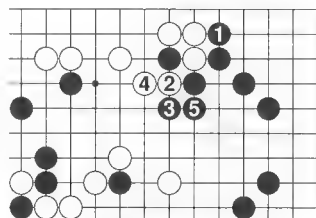


Diagram 5

For White 91, naturally you would want to play White 1 in Diagram 4, but after Black 2, it is clearly a failure. A skillful player will not make this mistake.

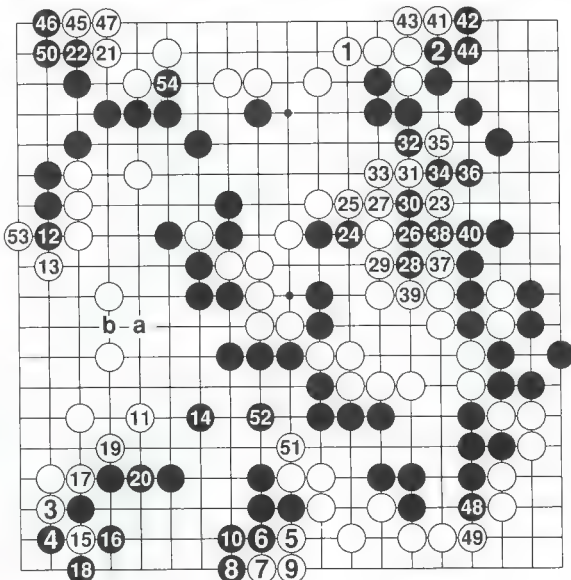
The connection of Black 100 is a tesuji. After 101 and 102, the result is appropriate. Instead of 100, some people might want to play 1 in Diagram 5. In that case, White will capture a stone with 2 and 4. In this diagram, Black's territory is about the same as in the game, but White's is about four points larger. In such a close game, this is a serious matter.

GAME RECORD 4: 101-153

White 103 is a large endgame move. There is quite a difference if Black is able to play here. Black would like to tenuki with 104, but there is no other place to play.

White Gets a Lead White 111 is also big. If we imagine the sequence Ba-Wb-B111, the center area is much larger for Black. White 115 through 119 is a good order of moves. So what about Black 114? Here Black should play 1 in Diagram 6 first, then keep sente through 5, settling the corner. Then he should play at 7. This way Black gets a few points more than in the game. But suppose White tries something different, like 2 in Diagram 7? After the moves through 16, the shape is quite different, but Black has about the same amount of territory.

With 121 and 123 in the game, White establishes a lead. White 123 also looks forward to the peep at 135, so it seems to be good shape. But unexpectedly, 123 led to Black's resurgence.



Game Record 4: 101-154

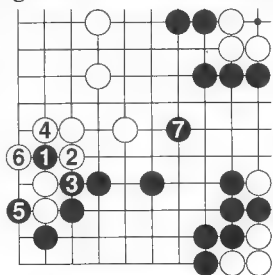


Diagram 6

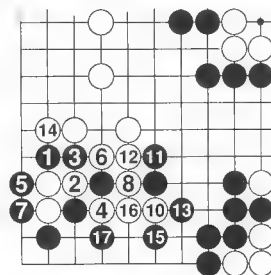


Diagram 7 (9@2)

A Sudden Change The one-two punch of Black 124 and 126 (*previous page*) reverse Black's losing trend. With the moves through 140, Black has captured the White stone at 123 and gained quite a bit of territory. This is where the upset took place.

In this series of moves, White 129 deserves some examination. If, instead, White plays 1 in Diagram 8, Black 2 is tesuji. If Black carelessly plays *a* instead of 2, after *Wb-B2-W3*, Black loses the capturing race and White avoids the upset.

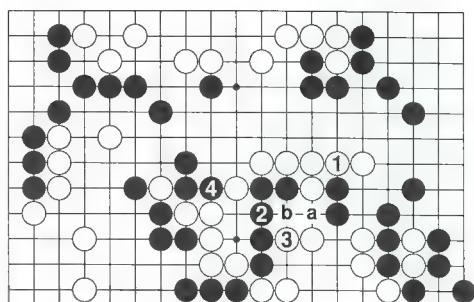
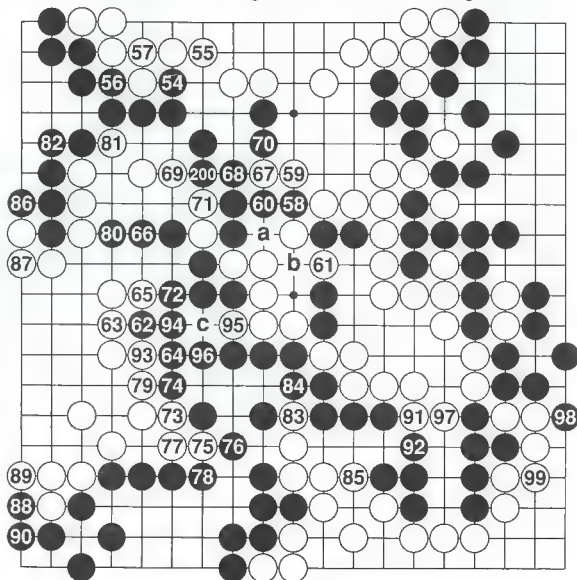


Diagram 8

GAME RECORD 5: 154-200

A Happy 3-Point Win In the small endgame, Black loses quite a bit, but since his opponent is a professional, this is only to be expected. Finishing with no major errors, Black scores a three-point win. As for these endgame moves, Black 188 and 190 were a three-point hane and connection. White 191 and 197 are also worth 3 points, so when White played 185 in advance, these plays became miai. In view of this, instead of 188, 195 is big. White must answer at *a* or Black can play at *b*, so Black 195 is sente. Also, instead of 196, a move at *c* would take sente. Then, after White *a*, Black 197 spoils White's plans for miai. This would probably have Kada sensei cheering, too.



Game Record 5: 154-200

Also, instead of 196, a move at *c* would take sente. Then, after White *a*, Black 197 spoils White's plans for miai. This would probably have Kada sensei cheering, too.

In the game, Black was able to play firmly and win in the end, but it was the combination of 124 and 126 that made his win possible.●●

Moves after 200 omitted. Black wins by 3 points.

THE AGA HONOR ROLL

INSTITUTIONAL SPONSORS (\$500 and over)

James Chen
Montebello, CA

Gunho Choi
Los Angeles, CA

James Davies
Yokohama, JAPAN

Takao Matsuda
New York, NY

Dr. Vincent Wang
Jacksonville, TX

SPONSORS (\$100-\$499 contribution)

Barbara Calhoun
New York, NY

Lawrence Gross
Los Angeles, CA

Charles Huh
Seattle, WA

Joseph Isenbergh
Chicago, IL

Bradley Jones
Clinton, MA

Michael Kalosh
Seattle, WA

Kenneth Koester
Centreville, VA

Toru Kojima
Seattle, WA

Chun-kyu Lee
Seven Hills, OH

David Littleboy
Tokyo, JAPAN

John D. Moses
Falls Church, VA

Jonathan Nagy
Metuchen, NJ

S. S. Park
Flushing, NY

Craig Robertson
Canoga Park, CA

Paul Roush
Los Angeles, CA

Joel Sanet
Miami, FL

Ron Snyder
Westfield, NJ

Phil Straus
Philadelphia, PA

Masao Takabe
New York, NY

Joseph Wang
Jacksonville, TX

Peter Walton
South Burlington, VT

Roger B. White
Solon, OH

Peter Yam
Chicago, IL

Sam Zimmerman
Lancaster, PA

SUSTAINERS (\$50-\$99 contribution)

Terence G. Benson
New York, NY

Allen Blue
North Carolina

Doug Cable
Portland, OR

Dr. Soon Pil Chang
Powell, OH

Edward R. Downes
Hoboken, NJ

David Hartman
Highland Park, IL

Takechi Harumi
Hyogo, JAPAN

Thomas Hsiang
Pittsford, NY

Steven Jamar
Columbia, MD

Timothy Jeans
Vallejo, CA

Kuan Chu Kuo
Demarest, NJ

Les Lanphear
San Diego, CA

Bruce Meadows
Helena, MT

Roger Mills
Louisville, KY

Peter Norman
Cambridge, MA

Evans Palmour
Gainesville, GA

Kyoshi Takagawa
Duarte, CA

Ulo Tamm
Broomfield, CO

John J. Thek
APO AP

LIFE MEMBERS

David Kent
Santa Rosa, CA

James Kerwin
Minneapolis, MN

Dr. Gerard Poche
Fort Worth, TX

David Matson
New Orleans, LA

Joel Sanet
Miami, FL

Clay Smith
Austin, TX

Dr. Vincent Wang
Jacksonville, TX

Dave Weimer
Rochester, NY

This is Go the NATURAL Way! Part VI

by Takemiya Masaki, Honinbo

from Kido, March 1982; translation reprinted from the British Go Journal
translated by Bob Terry

Diagram 1 shows the opening of a game I played as Black against Hashimoto Shoji, 9 dan, in the 1969 Pro Best Ten Tournament. In this game I was able to take advantage of a slack move by White to gain the lead in the opening.

In response to Black 1, White 2 is a little too mild. The forcing move of Black 3 is the vital point here, and when Black builds his position up with 5, he is able to set up a large, well-balanced territorial framework with excellent prospects for further development. Instead of 2, White should defend at 3, aiming at the invasion of *a*.

However, if one complacently answers a slack move by the opponent with an equally bland move, one squanders a golden opportunity.

If Black answers White 1 in Diagram 2 with 2, White builds an ideal

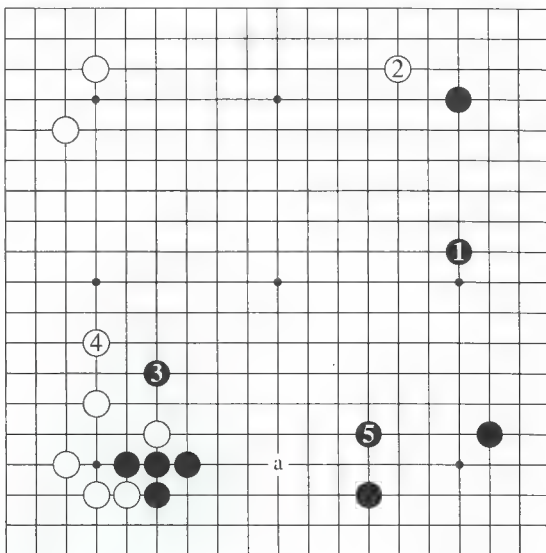


Diagram 1

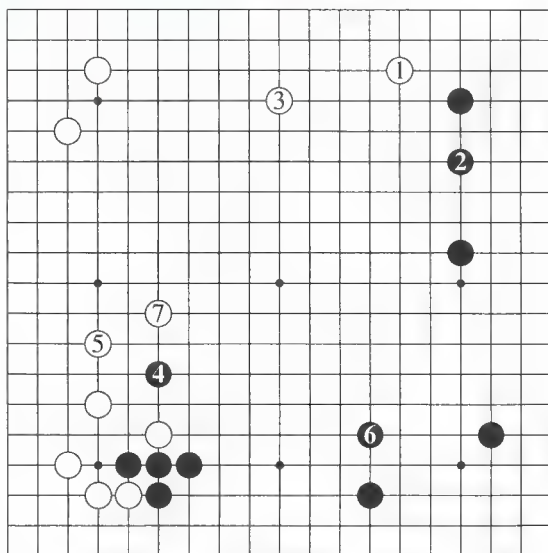


Diagram 2

position on the upper side with 3. If play continues as in the game with Black 4 and 6, White expands his own territorial framework with 7, and it is anyone's game. This by no means reflects credit upon Black.

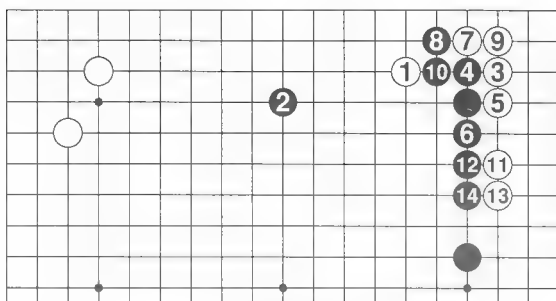


Diagram 3

What if Black plays the pincer of 2 in response to White 1 in Diagram 3? The natural answer would be for White to take profit by invading at the 3-3 point with White 3. Up to 14, Black makes thickness and the game is playable, but it is troublesome to realize that Black's position on the lower side is but vaguely defined.

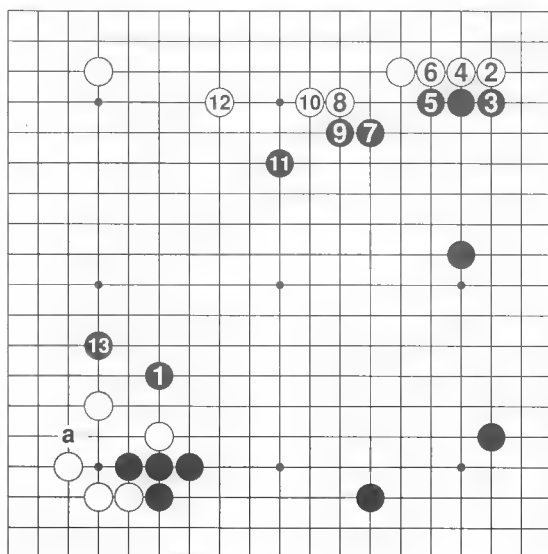


Diagram 4

Black 1 in Diagram 4 is the vital point because it begins expanding Black's territorial framework on the lower side while at the same time aiming at weak points in White's position. White would like somehow to take advantage of the fact that Black has failed to answer in the upper right corner, but if he invades the 3-3 point with White 2, Black expands his territory with the moves through 11, and since Black 13 next aims at the attachment at *a*, he almost certainly retains sente. If this sequence was played White would have a hopelessly lost game.



Another point is that Black should be satisfied with the single forcing move at 1; after that the important thing is to leave it as it is and turn elsewhere. If he jumps to 3 in Diagram 5 to see what will happen, White is now under no obligation to answer. White will invade at 4 and set up a position within Black's territorial framework with the moves to 8 and it becomes obvious that Black 3 has become a pointless move. When the time is ripe for an attack, one must attack; when the position calls for a defensive play, one must defend precisely. The timing of such plays is always of the utmost importance.

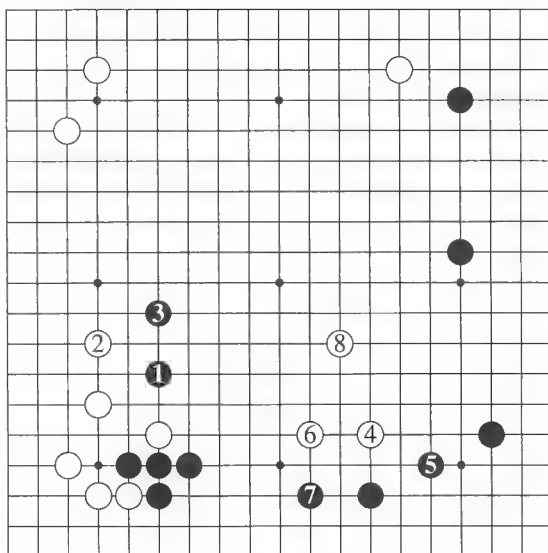


Diagram 5

Play continued with the moves in Diagram 6 (20 to 29 in the actual game). When White blocks further expansion with 1, the pincer of Black 2 is the only move. If Black plays to enclose his territory with *a*, White creates a large territorial framework of his own with *b*, Black *c* and White *d* which is in no way inferior to Black's. White initiated complications with the double attack of 5, but Black answered simply with the moves from 6 to 10 and established a definite lead. Please notice that Black's marked stone forced White to answer twice, once with White's marked stone and then with White 1 (kikashi).

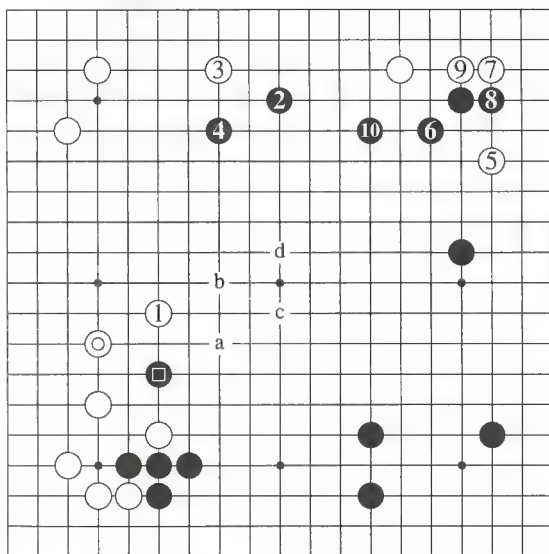


Diagram 6

Game Supplement

White: Hashimoto Shoji, 9 dan (age 35)

Black: Takemiya Masaki, 5 dan (age 19)

Played on May 22, 1969 at Osaka

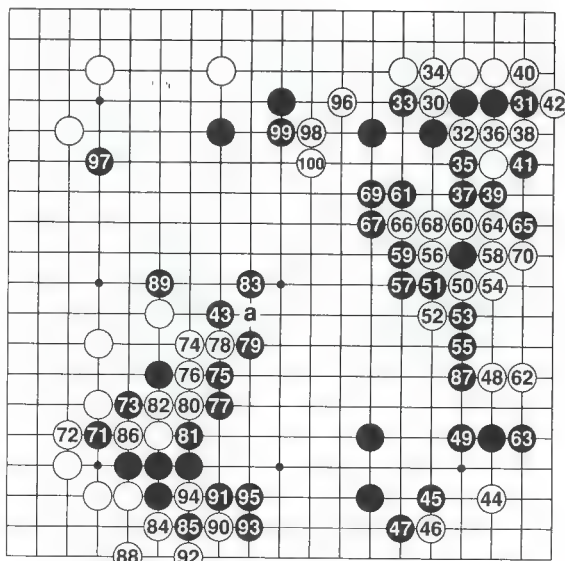
komi = 5 1/2 pts.

Game Record 1 (30-100)

Instead of 30 through 38, White should try to handle the situation in such a way so as to gain sente in order to play in the vicinity of the point below the center star point (tengen). When Black plays at 43, erasing this territory (ke-shi) will be very difficult. Hashimoto's plan was to grab definitive territory in various parts of the board (*amashi* strategy), but Black's central territory exceeds 100 points, far more than White's.

White plays all out with 74, staking the outcome on this move, but 82 is too mild. He had to cut at *a*. When Black made the hanging connection of 83 the game was over.

White makes inroads into Black's territory with 90 and 100, but Black can afford to give up a little ground.



Game Record 1: 30-100

COMPUTER SOFTWARE

	Price	Shipping
HandTalk 94.05 (I)	\$69.00	\$1.50
Go Intellect 3.97 (M)	\$59.00	\$1.50
Smart Go Board 4.1 (M)	\$35.00	\$1.50
Swiss Explorer 3.3 (M)	\$35.00	\$1.50
Many Faces of Go (P)	\$39.95	\$1.50
NEMESIS Go Master (M,I,W)	\$69.00	\$1.50
NEMESIS Toolkit (M,I,W)	\$139.00	\$1.50
NEMESIS Igo Dojo Handheld	\$395.00	\$10.00
Kido Yearbook 1990		
NEMESIS or Smart Go format(M)	\$39.00	\$1.50
Go Seigen on Disk (I)	\$45.00	\$2.00
Lee Chang-ho onDisk (I)	\$20.00	\$1.50
Sansa to Shusai 300 Yrs of Go (I)	\$30.00	\$1.75

Format: ☐ M-Mac ☐ I-IBM ☐ W-Windows ☐ Pen-point; Hobbit/ Intel)

YUTOPIAN ENT. 4964 Adagio Court Fremont, CA 94538

tel: (510) 659-0139 Fax: (510) 770-8913

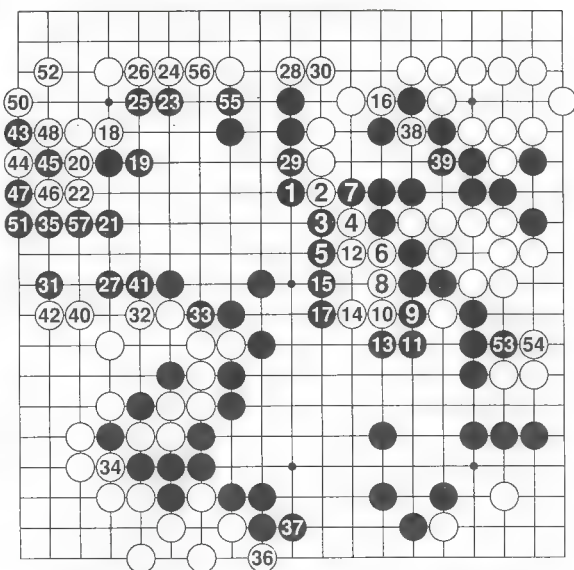
e-mail: yutopian@netcom.com

Game Record 2 (101-157)

The territorial boundaries are set and there is no scope for complications. The endgame is straightforward and by 157 Black is ten points ahead, over and above komi.

Takemiya was known in his early days as the "Pro Best Ten Boy". It was masterful games such as this one that established his reputation. ●○

Black wins by resignation after 157.



Game Record 2: 101-157 (149@143)

THE CHEAPEST PROFESSIONAL QUALITY STONES IN THE WORLD!

In support of the promotion of Ing rules in this country, Yutopian Enterprises offers Ing stones at our cost, just \$19.95 per set (plus \$7.99 shipping and handling, Calif. residents add sales tax). These are the same quality of stones used by professional players during the Ing Cup International Tournament. Hurry, limited quantity available!

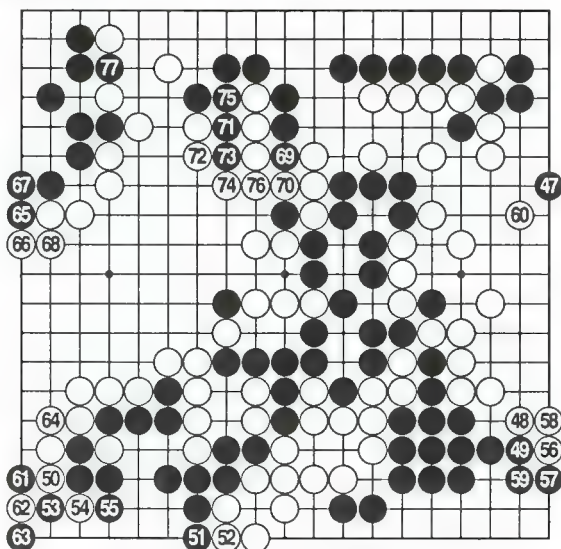
	Ing Stones	Korean Stones	Japanese Stones
Price	\$19.95	\$25	\$83
Thickness	10 mm	6 mm	10 mm
Weight	6.25 lbs.	3.4 lbs.	6.25 lbs.
Container	Yes	Yes	No

Ing's Clock (Chinese/Japanese Byo-yomi) only \$85 (\$5 shp/hdl)

We take credit card orders via phone, fax & e-mail
(include card number and expiration date)

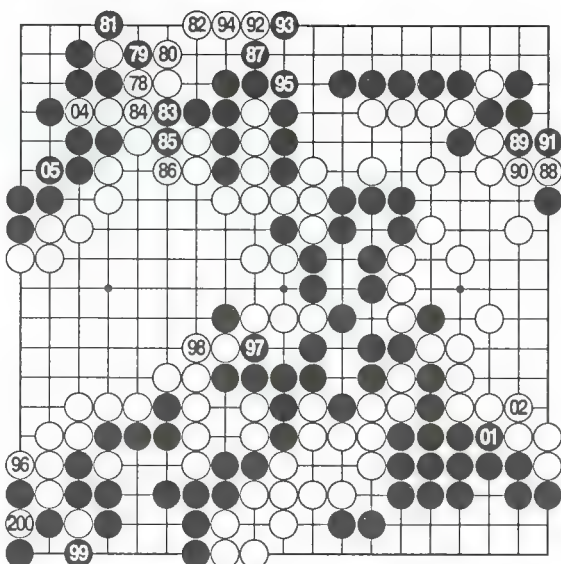
Yutopian Enterprises 4964 Adagio Court Fremont, CA 94538
Tel: (510) 659-0138 FAX: (510) 770-8913 E-mail: yutopian@netcom.com

JUJO GAMES cont'd from p. 21



Game Record 5: 147-177

Game record ends at
206. White wins by
16.5 points.



Game Record 6: 178-206
203 and 206 take ko

HOW TO PLAY HANDICAP GO

Part V

by James Kerwin pro 1-Dan

I have previously said that it is important for Black in handicap games to be aggressive. But Black cannot attack successfully if he isn't completely clear about what he is trying to gain from attacking. First, and most important, Black is trying to put White on the defensive. White wins handicap games by attacking. If Black can force White to defend instead of attack, Black will win by default. Second, Black wants to take control of the game. This means that Black determines which area of the board is the current battlefield at each point in the game. If Black can take control he can ensure he will always fight where he has the biggest advantage over White. The fights, and the game, will become much easier for Black. Third, Black gains time. While White is defending, Black has an opportunity to improve his position. Especially Black can use attacking as a way of developing his own weak stones. By the time White has a free moment to attack, all Black's groups will be invulnerable.

It may seem to some readers that it is dangerous for Black, the weaker fighter, to attack White, the stronger fighter. This notion is wrong, and costly. The fact is that Black cannot get through a handicap game without fighting. Black can either fight when he wants to, or when White wants to. Which do you think is better? The risk in attacking comes when one attacks with killing moves. Then the opponent has a chance to counter attack and gain something. In fact I win a fair percentage of handicap games because Black tries to kill one of my groups.

There is a fundamental strategic plan which I call 'pressure with profit'. The essence of this plan is to threaten the opponent's weak groups by playing close to them. The best pressure moves are usually on what I call a 'pressure point' a one space jump away from his position. At the same time the moves strengthen the area away from the opponent's weak group, the 'backside'. This combination of pressure and backside profit is extremely effective because it is both safe and sure.

Handicap go is valuable because it is an ideal opportunity to practice the pressure with profit plan. The handicap stones guarantee Black will be in a position to attack White. They also give Black enough of a territorial lead that using the plan will give Black enough profit to win.

This game was played by a dan player who has a good feel for building strong positions. In this regard his play surpasses that of many stronger players. But he missed chances to keep his opponent weak and to take control of the game.

The first important point is Black 20. Black's plan here is to build a large scale structure. This plan is usually a good one which I like to see used.

But in this game Black gives up too much on the right side to get his moyo. That up front loss makes this plan quite risky, because Black must now play well to stay even.

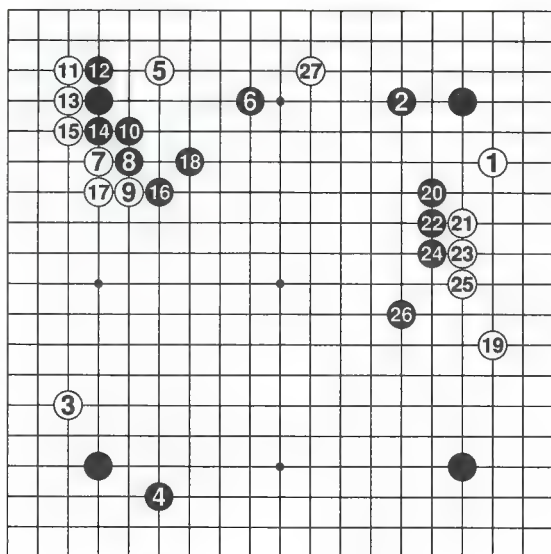
The splitting move of Black 1 in Diagram 1 may seem like a risky or difficult move. But actually it's quite the opposite; it's the easiest and safest way to play.

Through Black 7 Black has secured 30 points of upper side profit and 10 points of lower right corner profit. White has no profit at all. Black will have to develop his insecure stones, but he will have no difficulty doing so because White's groups are weak.

It is important to realize that the 20 points of territory White got in the game is not important. What is important is that Black 1 splits White's right side position and forces White to live on both sides. This gives Black a great power advantage and also enables Black to take control of the game. This advantage of taking control is as important as the profit lead Black gets.

White 27 is not a good move. It's too deep and too early. White should play on the lower side.

How should Black respond to 27?



Game Record 1: 1-27

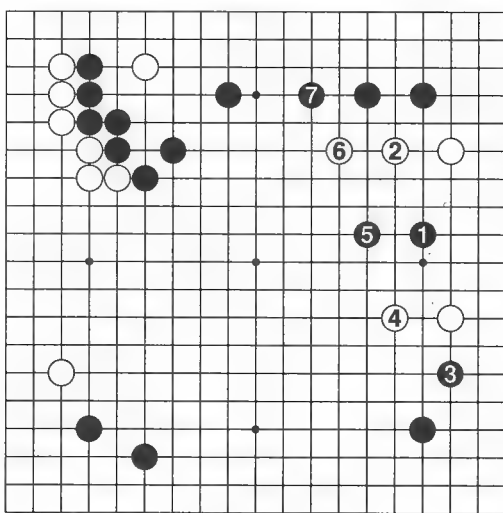


Diagram 1

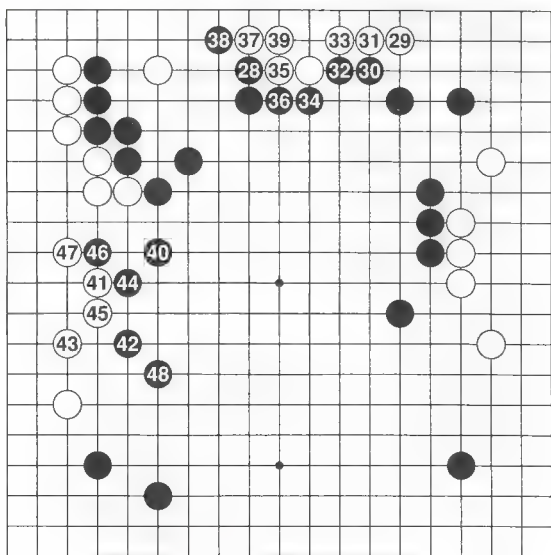
White 27 represents a wonderful opportunity for Black. White is deep in Black's structure and White doesn't have many resources for making eyes. Black can take control of the game by attacking White.

Black uses a version of the pressure with profit plan, and in many ways Black's plan is quite good. Black simply trades some top side territory for power and sente, and then turns to increase the scale of his moyo.

Black does not make the mistake of trying to kill White. Black takes no risks, and his gain in power is sure. White lives small, so he's not catching up in territory. White has actually fallen further behind.

So what is the problem here? Let's look at this outcome from White's perspective. White likes this outcome for two reasons. First, White isn't defending anymore, so White has an opportunity to make mischief. Secondly, Black's major asset is his moyo. If White can limit it's size without being crushed White is immediately in the game. Now I admit this is a tall order. But for the first time White has a winning scenario. At the start of the game it is, in theory, impossible for White to win. But now, if White can do one thing, White can win. Things are looking up for White because Black hasn't forced White to keep defending.

How does Black force White to keep defending? Black must do two things. First, and most important, Black must contain White in this area of the board. Because White's invasion is so deep this aim will be easy to accomplish. Second, Black wants to constrict White's eyespace.



Game Record 2: 28-48

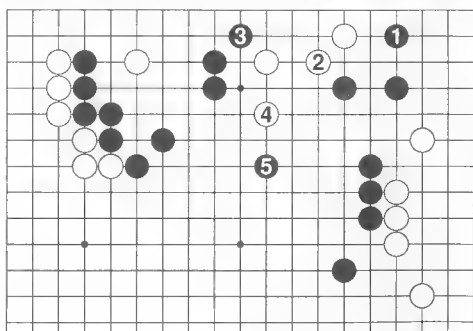


Diagram 2

Black 28 is a good start. White's slide is natural. But at move 30 Black goes wrong. Since White can't get out, Black should simply block White with 1 in Diagram 2. After 2 there is a danger White might live quickly, so Black steals White's eyes with 3. Note that after 4 Black can prevent White's escape with 5. White can't get out.

White may well die, but that isn't important. All Black really wants to do is build power by linking across the top while White makes two eyes. If he succeeds at this the game will be over.

The plan in Diagram 2 is similar to Black's game plan. The differences are two. First, White will be forced to keep defending longer, giving Black more time to benefit. Second, after Diagram 2 Black's will use his power to profit on the bottom side, not in the center.

Black 40 is a good move, building his moyo, pushing down White's left side, and threatening to take the side away entirely. White 41 is understandable, although I'm not sure White can afford it. But White 43 may be the losing move. White can't let Black build his moyo even one more move. White must do something.

Black's forces of 44 and 46 are well timed, but 48 misses the boat.

Since White answered 42 (marked stone), Black should treat it as a forcing move. It is not important enough to defend. If White pushes and cuts, he just helps Black turn the huge center moyo into territory.

The important job here is to deny White an entry point on the lower side. Of course White can still invade the lower side and live. But after Black 1 in Diagram 3, White cannot settle his invasion quickly. Black will be able to keep White defending while Black secures territory and power. Moves like 1 are an important part of the handicap game plan. They are vital preparations which enable Black to later use the pressure with profit plan.

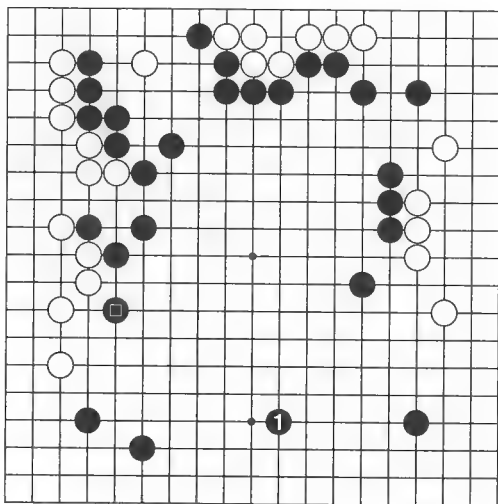


Diagram 3

Black makes a fundamental mistake in the direction of play at move 50. It is best to use power to attack. Consequently Black wants to push the opponent's weak groups toward Black's strong positions. In Diagram 4, Black has the marked stones on the left side. On the lower right Black has only the one star point stone. Black should play 1.

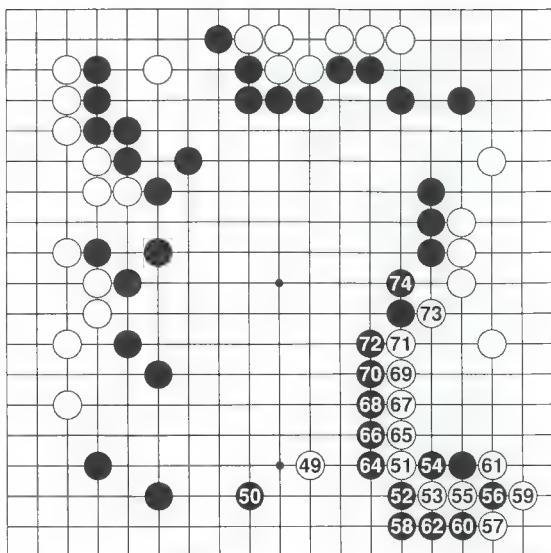
Because Black pushes White toward Black's strength, Black will be able to keep up the attack longer. In the game Black's attack ends too soon.

Black 52 is a perfectly good move. Black is willing to let White settle while Black secures his corner stone with territory.

White 53 in response is unreasonable, but so is giving a 4 stone handicap. White is able to get Black involved in complicated fighting because Black didn't take control of the game earlier.

Black really backs off with 58 and 60. Instead of 58, Black's "nidan bane" (two step hane) at 1 in Diagram 5 is the most severe response. White has no good answer, and Black takes the corner easily.

Black gives away a huge amount of territory with 60 through 74. Black correctly calculated that he could afford to, but again Black is taking



Game Record 3: 49-74 (63@56)

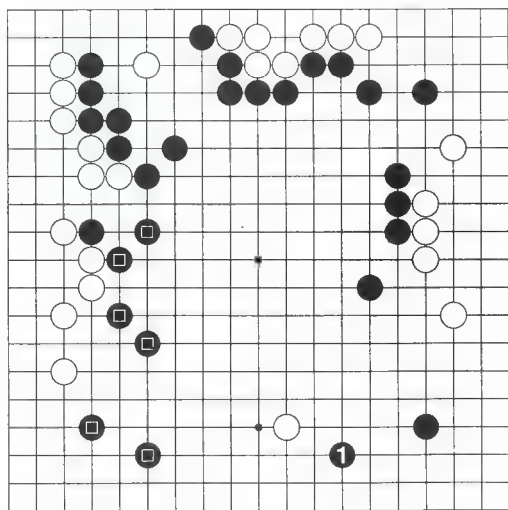


Diagram 4

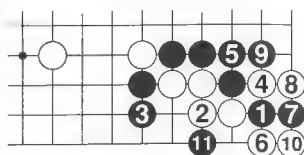


Diagram 5

a big risk giving White so much up front profit. Diagram 6 shows how Black can use the weakness of White's corner group to make as big a gain without giving White so much.

After 9 in Diagram 6 Black will have enough territory in the center and on the lower side to win big even if White's weak group lives.

It is true that Black must have some confidence in his reading to play either Diagram 5 or Diagram 6. This is the risk I have been talking about. If Black had taken control of the game earlier, he never would have been confronted with these reading problems.

White has been given so much profit that Black must kill White's group to win. The good news is that Black's surrounding positions are so strong he can expect to succeed, even though White is quite a bit stronger. There were some points where Black could have chosen an easier course, but in the end White died and Black won.

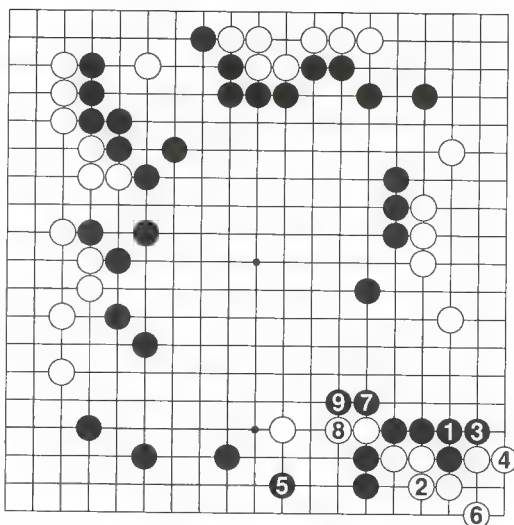
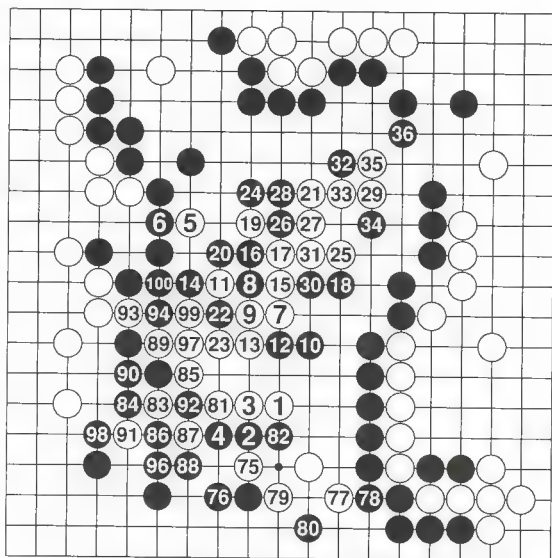


Diagram 6

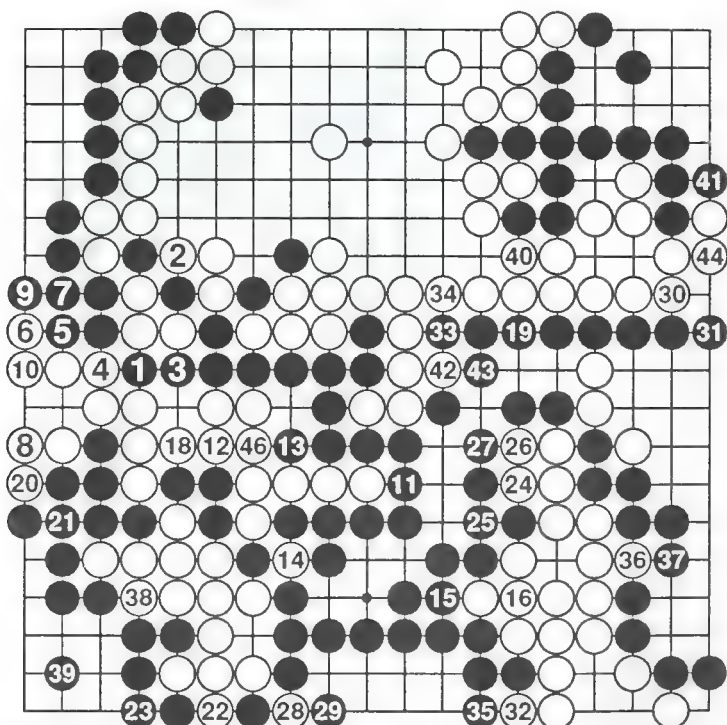


Game Record 4: 75-136 (95@83)

Overall Black built sturdy positions, and never let White develop an attack from strength. Black also did not let White dictate the course of the game, but instead he dictated to White. These are why Black won the game. But even so Black gave White opportunities to make something happen. Nothing actually happened in this game, but it only would have taken one oversight to give White a win. (cont'd on p. 40)

LIFE IN B LEAGUE cont'd from p. 9

Game Record 3. No other issues here, except for after the game. Mr. Gwon asked Young-sun for a record, and apparently a ko threat was switched and the 215-216 exchange was accidentally inserted just before 231. Mr. Gwon correctly points out that if that had been the case, White should take some points by playing at 231 and duke it out over the ko for life, as White has more ko threats. Luckily, I'm hip to the idea of not playing pointless sente. Mr. Gwon also mentioned that she should have connected at 246 instead of taking with 218. This is also a valid point, because technically it's a half point loss, since if I get 246 she has to connect inside her territory. In this case it doesn't matter because I can never play 246 and win the ko at 245, because again she has more ko threats. So Mr. Gwon's conclusion was that there is no way for White to win after I took the huge endgame at 175. There's another example of "genius Go"—this move is a product of the "This looks big, I think I'll play here" phenomenon—I had completely given up on logical reasoning. If you approach Go this way, you are very very lucky if you win. More evidence that I was a flake in this game: she knew that she had lost by half a point long in advance of the conclusion. I thought I had lost by this margin, and so I was taking the endgame in a rather cavalier fashion. Any reputation I may have gained



Game Record 3: 201-246 (17 takes 14; 245 connects at 14; White connects last ko). Black wins by 1/2 point

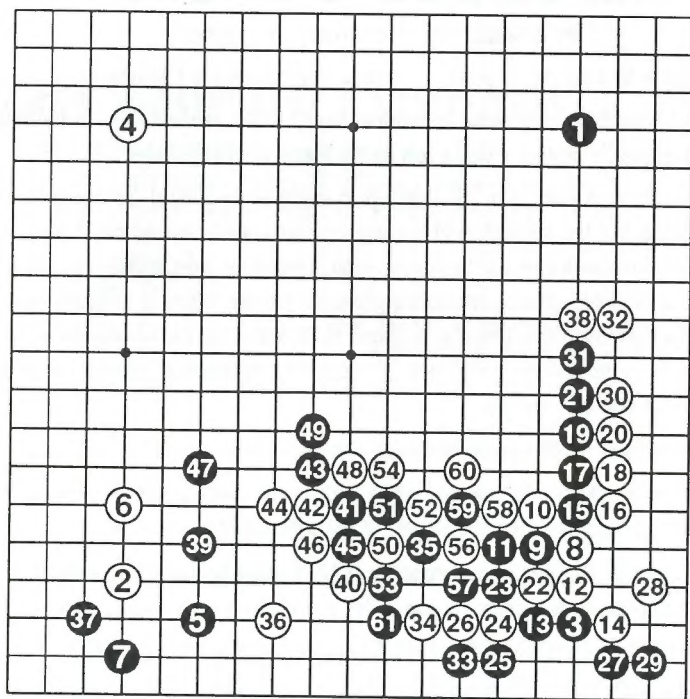
for confidence by my behavior is, as I'm beginning to suspect is always the case, based on being blissfully unaware of the true situation.

Now in the tale a number of plot twists occur, and it appears that I'll either have to forfeit the rest of my games or schedule them all on the same day. This is not so bad, because I am close, so very close, to a title, my lovely Mecca, shining Cibola . . .

Because of the structure and my position as "winner's finalist" in the tournament, I only needed to win one of the games that day.

My desert mirage.

Game #2: Same players, opposite colors. Yoon Young-sun battled all the way up the loser's tournament ladder to win the EBS Cup anyway. She also won the Guksoo league and eventually the title. This is not a girl with any of the common teenage angst—her mother was fairly perturbed at the studio that she hadn't washed her hair or put on nice clothes, but Young-sun coolly replied, "It's a bother." In my game with her where I was White, she went confidently for the kill and I resigned. Notice one curiosity: I've played a few questionable moves in the opening, but I saw a startling sequence emerging after the natural cap at 41. Black 49 is too strong. I can pick off her stones in the center by playing at 61 instead of 58. She didn't know it until I pointed it out to her at the end of the game. I sensed something momentous behind her closed face. I am learning.



Game 2: 1-61 (55@50)

There was mixed reaction in the pro room—the dull cloud formed by my opening play, silence culminating in a sudden warm laugh from Suh Bong-soo at 56 (here, here is Nirvana), and finally puzzlement why after doing the hard part I missed the easy capture. Jeung Soo-hyun says, “That’s a good lesson,” as if (if only!) having identified my tendency to have a brain spike, I could do something about it. Young-sun goes on to play in the World Women’s Championship and wins a tremendous victory over China. She has her paper-mache likeness on the cover of *Baduk* magazine. I never finish the last few games I needed to play at Camp to escape from B League. But reflecting on it now, this tale seems to me not a tragedy, but a comedy—not the high brought low, but my foolishness, for a moment, exalted.●●

KERWIN cont’d from p. 37

The easy way to win a handicap game is to take control and force White to defend. The handicap gives Black the right to do this. Black must be aggressive and insist on this right. But the key is not to try to kill White, but just keep him defending while Black makes profit. ●●

Announcing publication of **KILLER OF GO**

by Sakata Eio, Honorary Honinbo

A legendary work by a legendary player . . . now for the first time in English!

“Razor-sharp” Sakata, so long at the forefront of the go world, produced this book when he was at the height of his powers, a classic text on the theme of killing stones.

This work went through more than 100 printings in Japan in the 1960’s! Sakata conveys the thrill of the chase and the satisfaction of the winner when a well-planned attack bears fruit. He also offers a thumbnail sketch of the history of go through the ages, masterpieces of attack from his own and others’ games, fascinating glimpses into the nature of offbeat joseki and shape, as well as fully annotated classic games, such as the famous game between Meijin Shusai Honinbo and Karigane Junichi, hailed as a “group-killing masterpiece” played between the top players of the late 19th century.

Sakata also annotates the first game he played without a handicap against Go Seigen.

This tour de force has been supplemented with a glossary and index, invaluable for beginners and aficionados alike, which greatly enhances its value as a reference resource.

\$14.95 plus \$1.50 shipping and handling in US, foreign \$7 airmail, \$3 surface.

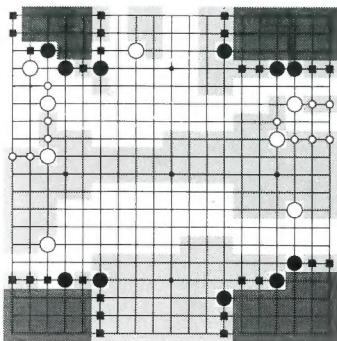
We accept credit card order via phone, fax or e-mail (w/ card #, exp. date)

YUTOPIAN ENTERPRISES 4964 Adagio Court, Fremont, CA 94538

Tel: (510) 659-0138/Fax (510) 770-8913/yutopian@netcom.com

Get Stoned with NEMESIS V5

Own an earlier version? call for discount upgrade pricing!



Control: one of NEMESIS' visual training aids showing each players' territory & influence.

Available on: Macintosh or IBM compatibles: Supports system 7 & color, Windows 3.0+ & PC Dos 5.0

- * Play Go by modem with friends or Pros using the new Standard Go Modem Protocol
- * Read Standard Text games like Go World on Disk
- * Make high resolution diagrams with EPS output
- * Learn better play with annotated games at all levels using Instant Go
- * Complete on-line documentation includes walk-thru tutorials on how to use NEMESIS
- * See aspects of the game using our Visual training modes:
 - territory & influence
 - groups, sector lines, safety status
 - killable stones
 - 10 hints at once
 - score
 - liberties
 - pattern responses
- * Easy-to-use pull-down menu & mouse interface with icons for common selections
- * Play out variant lines against NEMESIS
- * Even the pros have a tough battle on 9x9 playing even, using STEALTH mode. You don't see NEMESIS' moves unless you stumble across them or get captured by them!
- * Shift click on a stone or empty intersection to go backward/forward to that turn.
- * Deluxe has extensive recording features: enter a game in any order, pick up and drag stones to new interections, insert an earlier sequence of stones in its proper order, add comments, continuations & more.

"Test Your GO Strength" on disk

50 whole-board problems includes the book by Ishi Press and on-line version with Zhu Jiu Jiang's alternative moves & Wilcox's Instant Go approach to explain both pros. As often as not Zhu Jiu (who has beaten some of the legends of this century) found a better move than the book! Some would surprise a 6-Dan!



"NEMESIS News"

Monthly computerized magazine with tips on using NEMESIS, Instant Go commented games and theory - Volume 1 now available.

Toyogo, Inc. P. O. Box 1088-A, West Dover, VT 05356

(808) 348-9380 **(800) TOYOGO-9** fax: (802) 348-7887

Go books - available at a discount...call for brochure & orderform

\$69 Go Master \$15 Instant Go Volume 1 \$11 Get Stoned T-Shirts

\$79 Toolkit (Joseki Genius, Tactical Wizard, Scribbler)

\$395 Igo Dojo (includes a gave save cartridge & Adapter)

\$20 NEMESIS News volume 1 includes US shipping

Shipping \$4.00 minimum + .50 for each additional item / Foreign extra

All About Life & Death

The most complete work on *tsume*
go ever published in English
New from Ishi Press!

Here is a new, 2 volume translation of one of the most important works in a critical subject area. In *All About Life & Death*, the author, Cho Chikun, starts with patterns on the second line. He will lead you through all of the important patterns that occur in play. Each situation is shown as a problem. The correct solution and generally two incorrect solutions appear in separate diagrams. Where there are complications, such as when an incorrect line might lead to a ko, a more extensive discussion is given.

Books for beginners through dan-level players!

Use this as a text to study life and death in detail. Use it as a problem book to sharpen your reading skill. Use it as an encyclopedic reference to find out how you should have played in your last game. Because of the vast range of material included, beginners will profit from the book, while experts will still find a challenge.

Publication date: June 1993. Price \$14.95 per volume (plus \$3.50 UPS s/h within the continental U.S. California residents please add 8.25% sales tax.)



ISHI PRESS
INTERNATIONAL

76 Bonaventura Dr., San Jose, CA 95134 • Tel: (408) 944-9900 • FAX: (408) 944-9110